Dragon 344

WEB SUPPLEMENT

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DREADHOLD

"Dreadhold," an Eberron article by Keith Baker, presents a detailed island prison, home to the most powerful, infamous, and blasphemous criminals of Khorvaire. The article covers not just the prison and its wards, but also its inhabitants (guards and prisoners alike) and defenses (magical and mundane). This expansion describes two additional inmates and equipment used by the isle's guards.

Prominent Prisoners

These are two of Dreadhold's most infamous and dangerous prisoners.

Castal d'Cannith
CE male human artificer 18/Heir of Siberys 2

Castal d'Cannith is one of the most brilliant artificers House Cannith has ever produced—and one of the most dangerous. Born in 645 YK, Castal became enthralled with the Traveler and claimed to receive his inspiration from the enigmatic deity. Admitted to the Twelve at merely eleven years old, within a few years it became clear his talent outstripped the senior members of the institute. He produced constructs and items of artifact quality, which others in his organization found impossible to duplicate.

Despite his incredible abilities, his first love was chaos. In 662 YK, he triggered a wave of disasters involving mind-controlled agents, constructs scattered across Khorvaire, and other powerful magic items he had made "for the benefit of society." The Twelve and the Arcane Congress joined forces to stop the terrors, and in 663 YK, they brought Castal to justice. The advocates of House Cannith convinced the others to not kill Castal, in case they ever needed his uncanny abilities again. Far too dangerous to roam freely, he was committed to the Stone Ward of Dreadhold.

The guards of Dreadhold have revived Castal twice in the past three centuries—the second time, he nearly escaped. A genius, given enough time Castal can turn any situation to his advantage. Anyone who revives him takes a terrible chance, and if Castal escapes he could prove a danger to all of Khorvaire.

Kotharel the Harvester
LE 30 HD radiant idol

Dreadhold was built to contain the most dangerous criminals on Khorvaire—mortal or otherwise. Kotharel is a radiant idol (see *Sharn: City of Towers,* page 180), a mighty angel banished from the plane of Syrania and condemned to walk Eberron for eternity. Kotharel claims to be a lord of death, the right hand of the dark god known as the Keeper. Exiled to Eberron in 710 YK, Kotharel soon established a cult of murderers who "harvested" innocent lives in its name. Kotharel's cult survived for 23 years before the knights of Dol Arrah finally found the renegade angel. The battle that followed shook the foundations of Metrol, until at last the knights brought down the radiant idol. But death would not take the Harvester. After all efforts to destroy Kotharel came to naught, those who defeated it brought the fallen angel to Dreadhold and imprisoned it in a dead cell.

Kotharel provides characters with a chance to talk to a powerful outsider under controlled circumstances. Should it be released, it could become a deadly enemy or powerful ally—although any alliance with Kotharel likely ends in betrayal. Kotharel uses the radiant idol statistics provided in *Sharn: City of Towers,* with a few additions: Its domain is Death. Despite possessing 30 Hit Dice, Kotharel is Large as opposed to Huge. It adds the Keeper's fang property to any weapon it wields. Finally, it cannot be killed. It possesses regeneration 5 with no vulnerabilities and immunity to all death effects. It eventually even reforms from *disintegration* effects. All forms of damage become nonlethal damage.

Tools of the Trade

The Kundarak dwarves were professional guardians long before the Mark of Warding appeared, and as such they have a long and rich history of developing items useful—magic and mundane—to guards and wardens.

Gloves of the Locksmith

Gloves of the locksmith allow their wearer to create magical locks.

Description: A pair of *gloves of the locksmith* are usually heavy leather gauntlets studded with dragonshards and bearing the sigil of House Kundarak.

Prerequisite: *Gloves of the locksmith* only function for a character who possesses the *arcane lock* variation of the Least Mark of Warding.

Activation: As a standard action, the wearer holds out her hand toward a door, concentrating on the gloves with her fingers splayed and hand open wide.

Effect: Three times per day, the proper wearer may cast *arcane seal.* In addition, she can attach up to three separate platinum keys to the effect, as the spell. As a general rule, a Kundarak locksmith provides two of these keys to the customer, and holds one key at the Kundarak enclave—this provides a way to gain access to a sealed location in an emergency.

The power of the gloves can only be used a total of three times per day, regardless of who wears them.

Aura/Caster Level: Moderate abjuration; CL 5th.

Construction: Craft Wondrous Item, Least Mark of Warding, *arcane seal;* 5,000 gp, 400 XP, 10 days.

Weight: —

Price: 10,000 gp.

Heavy Hand Manacles

These restraints are designed to prevent arcane spellcasters from casting spells, while

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still allowing them to use their hands for simple tasks such as eating.

At a glance, heavy hand manacles look like the arms from a suit of plate mail: steel gauntlets and thick sheathes for the forearm and upper arm, bound together with chains lashed across the front and back of the wearer's torso. Additional chains connect the elbows and wrists, preventing the wearer form moving his arms more than 18 inches apart.

Heavy hands are considered to be medium armor. They provide a +1 armor bonus to AC, with a maximum Dex bonus of +2, an arcane spell failure chance of 80%, and an armor check penalty of –4 (increased to –8 for Sleight of Hand). A wearer also takes a –3 penalty on all attack rolls requiring the use if his hands.

A character can escape a set of heavy hand manacles with a DC 40 Escape Artist check. Breaking free of the restraints requires a DC 30 Strength check. The chain harness must be bound with a lock, which is not included in the cost of the item.

Heavy hands cost 95 gp and weigh 15 pounds.

ECOLOGY OF THE DRACOLICH

Written by Richard Pett and Greg A. Vaughn, "The Ecology of the Dracolich" delves into the foul mysteries of undead dragons and their terrible powers. The article includes a small sidebar about alternative dracoliches. Presented here is an expanded version of that sidebar, complete with an example: a hydra dracolich.

Alternative Dracoliches

Not all dracoliches are true dragons. In fact, any creature with the dragon type can become one of these undead horrors, opening the door for dracolich wyverns, dragon turtles, and all manner of half-dragons. Surviving the process of becoming a dracolich is an incredibly painful and trying experience for a mortal spirit, though, and one not even all dragons survive. Thus, while non-true dragon dracoliches do exist, they are incredibly rare.

Example Alternative Dracolich

Deep in the Great Southern Swamp lies a ruined temple dedicated to demonic powers where the vampiric lizardfolk king Saktha and his black dragon servant Aulicus once raised an army to war against nearby human lands. Although the undead swamp king's machinations were crushed and his body destroyed, his taint was not fully expunged from his murky empire. Soon after his defeat, Saktha's surviving followers discovered the bones of Aulicus and the ashes of the lizardfolk tyrant. Entreating their dark patrons for aid, the demon worshipers created a new body for their fallen king, constructing it from the bones of the black dragon and an aged hydra, one of the most powerful denizens of the great swamp. His essence channeled into the amalgam body through countless sacrifices, Sakatha—or something that claims to be Sakatha—has been reborn and seeks to spread the infamy of his undying legend once again.

Sakatha the Deathless **CR 17**

Male half-black-dragon twelve-headed hydra dracolich

NE Huge undead

Draconomicon 147

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +17, Spot +17

Language Abyssal, Common, Draconic, Lizardfolk, Undercommon

AC 28, touch 9, flat-footed 27

hp 153 (12 HD); fast healing 22; **DR** 5/ bludgeoning

Immune acid, cold, electricity, paralysis, polymorph, sleep; undead traits

SR 16

Fort +14, **Ref** +9, **Will** +6

Spd 20 ft. (6 squares), 40 ft. fly (average), swim 20 ft.

Melee 12 bites +24 melee (2d8+13 plus 1d6 cold plus paralysis) and
2 claws +18 melee (1d8+6 plus 1d6 cold plus paralysis)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +26

Special Attack breath weapon (60-foot line, 6d8 acid, DC 19), *control undead*, paralyzing gaze

Spell-Like Abilities (CL 15th)
1/3 days—*control undead*

Abilities Str 37, Dex 12, Con –, Int 15, Wis 14, Cha 17

SQ invulnerability

Feats Blind-Fight, Combat Reflexes[B], Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)

Skills Bluff +5, Hide +11, Intimidate +6, Knowledge (history) +7, Knowledge (religion) +12, Knowledge (the planes) +7, Listen +14, Spot +14, Survival +7, Swim +28

Possessions *belt of giant's Strength +6, ring of Charisma +4* (as *cloak of Charisma +4*), *ring of x-ray vision*

Breath Weapon (Su) Sakatha's single black dragon head can breath a 60-foot line of acid once per day that deals 6d8 points of damage. A DC 19 Reflex save halves this damage.

Paralyzing Gaze (Su) Sakatha's gaze can paralyze victims within 40 feet who fail a DC 19 Fortitude save. If the saving throw is successful, the victim is forever immune to his gaze. If it fails, the victim is paralyzed for 2d6 rounds. The save DC is Charisma-based.

Paralysis (Su) Any creature struck by one of Sakatha's physical attacks must make a DC 19 Fortitude save or be paralyzed for 2d6 rounds. The save DC is Charisma-based.

Invulnerability If Sakatha is slain, his spirit immediately returns to his phylactery—a fist-sized black diamond embedded in a life-sized golden representation of him as a lizardfolk king. See Aurgloroasa's stats (see page 88 of *Dragon* #344) for a full description of this ability.

PLANAR DRAGONS

"Planar Dragons," by Mike McArtor, presents four all-new dragons from the Astral Plane and three Outer Planes (from the Abyss, Elysium, and Hades). Elysian dragons enjoy alcohol and revelry to a ridiculous level, and spend much of their time lazing about. They enjoy their alcohol so much, in fact, that they forgot to include their great wyrm stats for the table on page 33. Silly drunk dragons. To help DMs avoid guesswork, we present here the missing line.

ELYSIAN DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Great wyrm	G	37d12+296 (536)	35	10	27	24	21	22	+37/+61	+45	+28	+20	+25	12d6 (36)	34

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